

# Coding Convention

6 Dec 2022



- 1. File name**
- 2. Function Name**
- 3. Variable Name**
- 4. Macro Name**
- 5. File Comment**
- 6. Function comment**
- 7. Line comment**
- 8. Hardcode rule**
- 9. Block Indentation**
- 10. Function Return**
- 11. Casting type**
- 12. Module in C**

# 1. File name

**[Module\_name]\_[Description\_name].[Extention]**

**→ Extention: *.c, .h, .ld, .s, .mot, .sre, .map***

***Ex: Mcu\_Config.h, Mcu.h, Mcu.c***

***Mcu\_JobQueue.h, Mcu\_JobQueue.c***

## 2. Function Name

**[Module\_name]\_[Return\_type]\_[Description\_name]**

Return\_type: vo (void), uint8, uint32,...

Description\_name: describe the action (verb)

*Ex: Mcu\_void\_Init(); Mcu\_void\_Reset()*

# 3. Variable Name

`g/s_[Module_name]_[Description_name]_[Type]`

`[Type]: uint8, uint32,...`

`g: global, s or l: static, a: auto`

`[Description_name]:` describe as Noun (for what)

*Ex: `s_Mcu_Resetflag_bool; g_Mcu_Canclock_uint32`*

# 3. Variable Name

Local variable:

[s\_][Description\_name]\_[Type]

[Type]: uint8, uint32,...

[s\_]: for static local variable

[Description\_name]: describe as Noun (for what)

*Ex: s\_Resetflag\_bool; I\_Canclock\_uint32*

## 4. Macro Name

**UPPERCASE, PLEASE!!!**

[Module\_name]\_[Description\_name]

[Description\_name]: describe as Noun (for what)

*Ex: #define MCU\_CFG\_CLOCK\_VALUE (0x00000005U)*

```
enum {  
    MCU_CFG_CLOCK_VALUE_E = 0,  
    MCU_CFG_CLOCK_VALUE1_E,  
};
```

## 5. Typedef definition

- *To define new kinds of variables, function pointers...*
- *Clearer about meaning*

*Ex:*

```
typedef void (*function_pointer)(void);  
typedef unsigned char uint8;
```



## 5. Typedef definition

```
/*----- Basic type definition -----*/  
typedef signed   char    int8;  
typedef signed   short   int16;  
typedef signed   long    int32;  
typedef unsigned char    uint8;  
typedef unsigned short   uint16;  
typedef unsigned long    uint32;
```

## 6. File Comment

- *At the beginning of a file (.h, .c, )*
- *Describe: file name, version, what changed...*
- *1 line : 80, 100, 120 characters*

*Ex:*

```
1  /*****
2  * File name:      Mcu_config.h
3  * Description:    Configuration file of MCU module
4  * Version:       1.0
5  * Date:
6  *      29/10/2021: New
7  *      30/10/2021: Declare new macro MCU_CAN_CLOCK_VALUE for CAN clock
8  *****/
```

# 7. Function Comment

- *Before declaration*

- *Describe:*

*Function name, to do what, arguments, return value*

- *Ex: [in|out, in, out]*

```
/* **** */
* @FunctionName:   Mcu_uint32_getResetStatus                               *
* @Description:    To get Reset status                                     *
* @Param:         ResetSource_uint32 [in]  Reset Source                    *
* @Return:        Reset status                                             *
/* **** */
uint32 Mcu_uint32_getResetStatus(uint32 ResetSource_uint32);
```

## 8. Line comment

- *Describe:*

*Describe the meaning of code line*

*Block comment: /\* ... \*/ (not comment as //)*

- *Ex: QAC: static check*

```
/* Config for can clock value 10Mhz */  
#define MCU_CAN_CLOCK_VALUE      (0x00000021U)
```

# 9. Hardcode Rule

*Do not Hardcode !!*

```
uint32 function_a(uint32 argument_a)
{
    uint32 ret_uint32;

    if (3 == argument_a)
    {
        return NG;
    }
    else if (4 == argument_a)
    {
        return NG;
    }
    else
    {
        /* do something */
        ret_uint32 = OK;
    }

    return ret_uint32;
}
```

# 10. Block Indentation

*4 whitespaces*

```
void block_leftshift(unsigned char* dst, unsigned char* src)
{
    unsigned char ovf = 0x00;
    for (auto i = 15; i >= 0; i--) {
        dst[i] = src[i] << 1;
        dst[i] |= ovf;
        ovf = (src[i] & 0x80) ? 1 : 0;
    }
}
```

# 10. Function Return

*Only one **return** keyword in a function implementation*

```
uint32 function_a(uint32 argument_a)
{
    uint32 ret_uint32;

    if (3 == argument_a)
    {
        return NG;
    }
    else if (4 == argument_a)
    {
        return NG;
    }
    else
    {
        /* do something */
        ret_uint32 = OK;
    }

    return ret_uint32;
}
```

```
uint32 function_a(uint32 argument_a)
{
    uint32 ret_uint32;

    if (3 == argument_a)
    {
        ret_uint32 = NG;
    }
    else if (4 == argument_a)
    {
        ret_uint32 = NG;
    }
    else
    {
        /* do something */
        ret_uint32 = OK;
    }

    return ret_uint32;
}
```

# 11. Casting Type

*Only cast from bigger size to smaller size*

*Ex: `a_uint8 = (uint8)b_uint32;`*



# 12. Module View in C

Variable declaration  
Macro declaration  
Function declaration  
Register Declaration

```
/*
 * File name:      Mcu_config.h
 * Description:    Configuration file of MCU module
 * Version:        1.0
 * Date:
 *
 *      29/10/2021: New
 *      30/10/2021: Declare new macro MCU_CAN_CLOCK_VALUE for CAN clock
 */
#ifndef MCU_CONFIG_H_
#define MCU_CONFIG_H_

/*
 *      Inclusion
 */
#include "Mcu.h"

/*
 *      Macro Definition
 */

/*
 *      Function Prototype Definition
 */

#endif /* MCU_CONFIG_H_ */
```

# 12. Module View in C

```
1  /*****
2  * File name:    Mcu.h
3  * Description:  Declaration for Mcu API driver
4  * Version:     1.0
5  * Date:        29/10/2021: New
6  *****/
7
8  #ifndef MCU_H_
9  #define MCU_H_
10
11 /*****
12 *      Inclusion
13 *****/
14 #include "Mcu_Config.h"
15
16 /*****
17 *      Macro Definition
18 *****/
19
20 /*****
21 *      Typedef Definition
22 *****/
23
24 /*****
25 *      Function Prototype Definition
26 *****/
27
28 #endif /* MCU_H_ */
29 |
```

```
1  /*****
2  * File name:    Mcu.c
3  * Description:  Implementation for Mcu driver
4  * Version:     1.0
5  * Date:        29/10/2021: New
6  *****/
7
8  /*****
9  *      Inclusion
10 *****/
11 #include "Mcu_Config.h"
12
13 /*****
14 *      Local Macro Definition
15 *****/
16
17 /*****
18 *      Typedef Definition
19 *****/
20
21 /*****
22 *      Local Variable Definition
23 *****/
24
25 /*****
26 *      Global Variable Definition
27 *****/
28
29 /*****
30 *      Local Function Prototype Definition
31 *****/
32
33 /*****
34 *      Function Implementation
35 *****/
36
37 /*** End of file *****/
```

A nighttime cityscape featuring a prominent skyscraper with a spire, illuminated against a dark sky. The city lights reflect on the water in the foreground. A large, semi-transparent, stylized letter 'R' is overlaid on the image, framing the central skyscraper. The text 'Thank you' is written in white, sans-serif font across the middle of the image.

Thank you